

More Epic Clashes with the Ultimate Castle Clash Guide



By [PlayerAuctions](#) | March 10th, 2019 | Categories: [Interviews](#)

In a game like Castle Clash, familiarity of mechanics and overall mastery of subtle nuances is vital. They are the basic ingredients you need if you are to become more than just an average player. Oftentimes, you need a sort of guide to help you make better sense of things.

Thanks to *CCExpert*, you have such a guide right at the palm of your hand. Created by a whiz kid named Guillaume Casagrande (also known as Tordesillas), this **Castle Clash Guide** makes playing the game a much more enjoyable experience.

Raise your level of play and straight-up flatten the competition by downloading [the app](#) here.

(1) Tell us about yourself (name/nickname, hometown, age, occupation, favorite games that you play and what platform(s) you play)?

Hi! My name is *Guillaume Casagrande*, I'm 22. I live in the French Riviera. I'm a student who's in the fifth-year of my master's degree in Computer Science. I'm passionate about mobile application development, but especially about human-computer interactions. I want my users to have the best experience possible when using my

applications. I've always had the vocation to help people through the products I create.

I'm obviously a gamer. I only play on PC. You may have crossed me on *Team Fortress 2* as *Tordesillas*. My favorite game series is *Bioshock* and I'm currently playing *Assassin's Creed Origins*—not to mention my game hours on *Castle Clash*, of course!

(2) Do you work independently or in a team? If in a team, how big is it?

I'm developing on my own, but I'm not alone. I work with several collaborators to enrich the *CCExpert* content. I don't forget the community that supports me and regularly gives me new ideas to add to the app.

If you are a developer and want to help me, the app is open-source and available on *GitHub*.

(3) What inspired you to create an app specifically for this game? When did it cross your mind to create your app?

The idea of creating *CCExpert* comes from a single phone call. I was talking to a friend of mine, a *Castle Clash* fan, about mobile development and the new heroes I had on *Castle Clash*. By mixing these two ideas, *CCExpert* was born.

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(4) What programming language or tool did you use to create this app? Do you have any favorite PLs or tools in particular?

CCExpert is a native app. It was developed entirely in *Java* with *Android Studio*. I have no preferred language, the languages and frameworks I manipulate (*Xamarin*, *Kotlin*, *Swift*, *React Native*, *Vue.js*) all have their advantages and defects. It depends on what the context is.

(5) When it comes to designing the user experience/UX of the app, what motivated you or what influences did you have?

I have been testing mobile applications of all kinds for many years. However, I didn't draw on any application, just my ideas. The CCExpert design is the result of extensive reflections. As for the theme, it's orange and grey, because I'm ginger (sometimes, you don't have to look far).

(6) From the developer's and gamer's perspective, how do you think the app affects the overall experience of the game?

As a regular Castle Clash player, I use my own app quite often. It helps young players to get into the game quickly and make the right choices. The more experienced ones are looking for more detailed statistics. I see CCExpert as the second hand that accompanies the main hand. The time spent computing expenses on a calculator has passed.

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(7) Is there any margin of error when it comes to the app's performance and provided information?

CCExpert contains fewer errors. The perfect app doesn't exist, we always end up finding some bugs when returning some carpets in the attic. About the information relevance, it's clear we are not all-knowing. It's all about disseminating knowledge and tips—not to preach the one good word. In the end, the user remains in control of his decisions.

(8) What were your biggest challenges for this project? How did you overcome them?

I think that the major challenge is communication. It's very difficult to reach people: you have to find your audience. It frustrates me that the app has the potential to help users, but they don't even know about it. In addition, I often have messages to share but I don't see how to do it easily. For instance, Google has tried twice (once successfully) to

delete my app from the Play Store for absurd reasons. It was difficult for me to inform my users about application news.

(9) Are you expecting the game's expansions to change your app's dynamics and performance? Is it something that you've already prepared to tackle?

Castle Clash is changing fast. I must regularly update CCExpert, which takes time (development and application design time, but also discussions to find the most relevant and accurate information).

Currently, the app uses local data located on the phone to work. It would be interesting to save time by making network requests. But this hasn't been foreseen yet.

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(10) Are there any exciting new developments for your app that you would care to share?

Lots of fun features are still being developed (for instance, a page about pets or essential advice on team fights). I hope I can add new videos (for dungeons, waves, etc.) to the app as soon as possible. I'm still looking for Youtubers to get quality videos.

(11) Could you share a few quick tips to new players of the game?

If you start Castle Clash for the first time, you will discover a fun and addictive game. Maximize your playing time and don't waste your resources. Prioritize the last available heroes (far more effective than the first ones). Put their recommended talents in CCExpert. Find a guild with a good atmosphere and have fun!

(12) Any advice you'd like to share to aspiring game app or web developers?

Developing a project is rewarding and enjoyable. It's by embarking on crazy adventures that we create and keep good memories. Whatever your idea or concept, get started!

Guidance From a Bonafide Castle Clash Player

The best apps are the ones created by those who actually play the game they are intended to supplement. More than filling up a necessity, the developers of such apps understand player concerns because they themselves face the same issues. The **Castle Clash Guide** is a rare app that's both helpful and fun. As Guillaume himself so eloquently put it, [the CCExpert app](#) maximizes playing time and helps you avoid wasting much-needed resources. So go ahead and maximize your playing time and dominate on Castle Clash!